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Avengers • Invaders

Invaders Assemble!

For a dead man, Captain America is looking pretty healthy, isn't he?

Then again, what would you expect from a man almost sixty-five years younger than he was the last time we saw him?

Steve Rogers is back in the pages of *Alex Ross, Jim Krueger, & Steve Sadowski's* ***Avengers/Invaders***—but there's no resurrection required here, since the Steve Rogers we see in these pages is the WWII Steve Rogers. And he's not the only WWII hero who's making a present-day appearance; the membership of the Invaders (including the Sub-Mariner and the original Human Torch) also join him in this time-spanning adventure that brings Golden Age characters into a future they had never anticipated... not even in their nightmares!

What brings these characters together? "It really begins with a mystery and a problem," co-creator *Alex Ross* said. "The Invaders find themselves in modern-day New York—which means that, since they are technically unregistered super humans, they are the target of the Thunderbolts. This leads to their discovery by both teams of Avengers; a moment where Tony Stark has to face Steve Rogers, Captain America; and a need to send the team back in time before a whole new Civil War breaks out between the two teams of Avengers. It's like it's a single powderkeg with a whole bunch of different fuses and a bunch of monkeys playing with zippos. I guess we're the monkeys!"

So exactly what brings them to the contemporary Marvelverse to begin with, and what mission is big enough that it requires two teams of Avengers and the Invaders? "Well, the reason they are here in the present is one of the mysteries of the story," Ross said. "It's not a mission that began in WWII, necessarily. But certainly, as time wil show (sorry about that!), a mission develops that will force all three teams to the past."

Readers who expected this time-spanning series to take part outside of Marvel continuity might be surprised to learn that, quite the contrary, Ross & Krueger are making the continuity ties a core element of the series. "The story totally fits into current continuity," Ross said. "It happens in a post-***Civil War*** Marvel Universe where the WInter Soldier has become the new Captain America. Marvel's continuity is, in my opinion, the most exciting involving soap opera structure in comics today, and I'm excited to have the experience of being a part of it, since I've been removed from it before."

The continuity links don't extend as far as the current ***Secret Invasion,*** however. "As far as I understand it, this co-exists with the ***Secret Invasion,*** but we're completely unaware of any of the details of that series," Ross said. "Even though this project is set in Marvel continuity, it also endeavors to tell a complete tale that doesn't demand of the reader that they go to too many other places to complete the whole drama they're reading."

If this is the post-***Civil War*** Steve-Rogers-is-dead Marvel Universe, then how does Tony Stark (and for that matter, the rest of the team) respond when they're confronted with a very-much-alive Steve Rogers... even if it's a Steve Rogers from an earlier era? "That's a major part of the story," Ross said. "Tony is sort of thrown off his game. He has to lead SHIELD. He has to be concerned for the health of the country. But also, to a degree, his friend is back—the friend whose death he still blames himself for. "

What about the Invaders—how do they cope with their "strangers in a strange land" role? "Well, they have a lot to realize. To a degree, it takes a while to convince them that they really *are* in a different time. And Stark is doing all he can to make certain they learn nothing, for fear that any knowledge they take back with them could, in fact, change history and undo the reality they know."

"Really, I think the key was imagining all the different problems that would arise if Steve Rogers, Cap, were suddenly walking around New York City again," co-writer *Jim Krueger* added. "That was almost the first tier of thinking. Then the idea was to think about each of the other Invaders and ask the questions as to what would happen to cause them drama in this day and age. For example. How would Namor feel about seeing himself as an adult? What would it be like for Toro to find that there is now a word for his ability to burst into flame (mutant)? What would the original Human Torch do when he discovered that... (I don't think I want to tell this one)? And on and on.

As the Invaders learn more about the current "state of the Marvel union," how do they respond? "It's different for each member. To a degree, when Namor meets himself,he's not very happy about what he's become," Ross said. "As for Toro—he kind of likes it here. It's cool. Initially, though, the team looks at our world and can't quite believe the Nazis *didn't* win the war."

"Initially, they don't know what time they're in," Krueger said. "All they know is that there are armed guards on every corner in Times Square. It's not unlike the Germany that in WWII they're fighting to get to. Add to this the fact that they arrive right as the Thunderbolts have tracked Spider-Man down, and there isn't a lot of time to ask questions. The fact that the Swordsman has a German accent as well—well, that doesn't help!..."

"This story's development is all about asking the right kind of questions and then creating a story that dealt with those things," Ross continued. "On the Avengers side, what's interesting is the chance some of them have to reach into the past, with all their regrets, and say something to their earlier selves. There's Iron Man's temptation to warn Cap. What will the Winter Soldier, who's now the new Cap, say to Bucky? How will adult Namor speak to his teenage counterpart? And on and on."

Philosophically, what's the difference between the Invaders and the Avengers? "Well, one group banded together for war, the other for the sake of keeping peace," Ross said. "One is on the offensive, the other on the defensive."

Will the story play up these philosophical differences? "Certainly the differences between the Avengers teams do play a part," Ross said. "Also, the Invaders, as a team, are so tight, truly like a band of brothers. And this speaks to the division currently with the Avengers—not only between the two teams, but between the membership."

"Realistically, the modern Avengers, particularly the Mighty Avengers, would be a stronger unit physically, but the Invaders have just come from the field of battle where, in World War II, it was kill or be killed. The Captain America who was stuck in time and reborn when the Avengers found him had to readjust to a time where he was a peacekeeper, not a warrior. It may not be an even match, but it'll be interesting to see how it bears out."

To a degree, ***Avengers/Invaders*** can be seen as a sort of cautionary tale. "There's a sense of the high cost of getting exactly what you wished for," Krueger said. "In fact, in many ways, this story is all about wishing. From Iron Man, to a particular soldier from WWII, to the Human Torch to the Winter Soldier, there are all these unfulfilled wishes that are about to come true—and at a cost greater than anyone could even imagine."

While the series features Marvel characters and is published by Marvel, *Nick Barrucci's* Dynamite Entertainment is also involved; how did that come about, and what is the nature of their involvement? "Nick was a real fan of our work on ***Justice*** and he set the whole thing up. really made it all happen," Ross said. "And then *Tom Brevoort* and *Steve Wacker* entered the conversation and they had a bunch of really good ideas, and a certain organic discussion began to create some of the major conflicts of the storyline. I wrote a breakdown plot, and we were surprised at how much, from the get-go, everyone liked it all. From there, putting everything together was easy once we all got in the same room."

"I think Nick originally pitched it to Marvel as the Avengers go into the past to see the Invaders," Krueger added. "That's how the discussion began. But, of course, that was before Cap's death and at the beginnings of ***Civil War.*** A lot changed in the Marvel Universe and the idea of bringing the Invaders into the present became more and more attractive as an idea for the story."

Just how big is ***Avengers/Invaders?*** "It's 12 issues, with a one-month break between every four issues. So #1-4 come out monthly. One month break. Then #5-8 come out. Another one month break. And then #9-12 come out. And then there's a *really long* break after that!" Ross joked.

Avengers/Invaders #1, a $2.99 comic, is scheduled for May 7th release. The book will also be offered with variant covers by *Alex Ross* and *David Finch.*

by Cliff Biggers (with Matt Brady)

Courtesy your friendly neighborhood comics outlet!

Comic Shop Newsarama

Produced by Comic Shop News in cooperation with Matt Brady and newsarama.com

CSNsider

• ***Witchblade #116*** has sold out of its first printing; Top Cow is going back to press, adding an eye-catching pencilled cover by *Stjepan Sejic.*

• DC has announced a contents change for ***Superman #676,*** the last issue prior to *James Robinson's* debut as writer of the series. The issue will now feature a standalone tale by *Vito Delsante, Julian Lopez, & Bit* that was originally slated for ***Superman Confidential #9;*** this tale presents Superman's first meeting with Alan Scott.

• Marvel has added more Skrull variants; like the Skrull secret variants, these will feature "skrully" color variations on the standard cover art—but unlike the secret variants, these will be available to stores in a 1-for-10 quantity. Books getting skrullified include ***Iron Man—Viva Las Vegas #1, Punisher War Journal #19, X-Men: Legacy #211, Avengers: The Initiative #13,*** and ***Wolverine: Origins #25.***

• *Mark Millar & John Romita Jr's* ***Kick Ass #2*** has sold out of its first printing and is going back to press; the second printing will feature a pick-up art cover taken from interior art by JRJr.

• *Matthew Sturges* takes over as writer of ***Blue Beetle*** as of #29.

• ***Captain Britain & MI: 13 #1*** will feature a 1-for-15 *Brandon Peterson* variant.

• ***Secret Invasion: Fantastic Four #1*** will feature a 1-for-15 *Mike McKone* variant.

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Coming Comics—DC in July

The Bug is back—and so is the original creative team of *Keith Giffen, Robert Loren Fleming, & Al Milgrom!* In ***Ambush Bug: Year None,*** there's zany fun galore as the Bug pokes fun at pretty much every superhero tradition.

Fresh from her appearances in ***Batman and the Outsiders,*** Cassandra Cain graduates to her own series in July, courtesy of *Adam Beechen, Jim Calafiore, & Jonathan Glapion.* The six-part ***Batgirl*** will take Cassandra on a personal journey to conquer her inner demons and prove herself to the rest of the world.

Batman #679 continues *Grant Morrison, Tony Daniel, & Sandu Florea's* "Batman R.I.P." as Robin and Damian team up to search for the missing Batman. Meanwhile, the Club of Villains — The Hunchback, Pierrot Lunaire, King Kraken, Charlie Caligula, Scorpiana and El Sombrero — rampage through Gotham City. And by the end of the issue, you'll witness the surprising return of a character you never thought you'd see again.

Mike Kunkel presents an all-ages look at the life of Billy Batson in ***Billy Batson & the Magic of Shazam!,*** the newest addition to the Johnny DC line of young-reader-friendly comics... but veteran fans are going to love this one, too!

Think Booster Gold is the greatest time-travelling hero in the DCU? Then you haven't met Peter Platinum, venturer from the year 1,000,000 AD... but you will, in ***Booster Gold #1,000,000*** by *Geoff Johns, Jeff Katz, Dan Jurgens, & Norm Rapmund.* Lost in time, Booster Gold is confronted by a hero a million times more self-involved than himself. But if Booster *does* find his way back to the present, Batman will be waiting for him...

Catwoman's back in Gotham City in ***Catwoman #81...*** but will she be able to avoid a confrontation with Batman while she's hunting for the man who destroyed her life? Well, this *is* the final issue of Catwoman's series, so anything's possible...

Not only is ***Detective #846*** a "Batman R.I.P." tie-in, it also kicks off the five-part "Return of Hush" by *Paul Dini, Dustin Nguyen, & Derek Fridolfs.* What will this mean for Bruce Wayne?

Batman missing in action! Superman immobilized! Green Lantern on trial for his life! A shadow is falling across Earth's super heroes — and now it's Wonder Woman's turn to face the Evil Gods in ***Final Crisis #3*** by *Grant Morrison & J.G. Jones.*

Someone important is about to meet his demise in ***Final Crisis***—and the DCU says goodbye in ***Final Crisis: Requiem #1*** by *Peter Tomasi, Doug Mahnke, & Christian Alamy,* as the Justice League shares a final memory during their efforts to carry out his last wishes.

Geoff Johns & Scott Kolins take a look at the dark side of ***Final Crisis*** in ***Final Crisis: Rogues' Revenge.*** After the murder of Bart Allen. Captain Cold & the Rogues have become what they never set out to be – wanted! But just as they try to disappear underground, good, old-fashioned revenge yanks them back. And where is the Flash during all of this? It's a ***Crisis*** — take a guess!...

The Joker plays storyteller in ***The Joker's Asylum,*** a five-book weekly series of oneshots spotlighting Batman's greatest villains... and each issue is narrated by the Joker himself! The event includes ***The Joker's Asylum: The Joker*** by *Arvid Nelson & Alex Sanchez;* ***The Joker's Asylum: Penguin*** by *Jason Aaron & Jason Pearson;* ***The Joker's Asylum: Poison Ivy*** by *J.T. Krul & Guillem March;* ***The Joker's Asylum: Scarecrow*** by *Joe Harris & Juan Doe;* and ***The Joker's Asylum: Two-Face*** by *David Hine & Andy Clarke.*

"Welcome to Earth-2!" *Geoff Johns & Jerry Ordway* reveal the significance of that title in ***Justice Society of America Annual #1.*** Power Girl has made a life for herself on the DCU... but she's never stopped dreaming of one day returning to her Earth — the parallel world where the members of the Justice Society were the only heroes. Where her best friend was Helena Wayne, the daughter of Batman. And where evil was a little easier to fight…wasn't it? As her greatest wish comes true, Power Girl's about to find herself back on Earth-2, surrounded by friends she thought she'd lost forever.

Nightwing confronts Talia and the evil Doctor Creighton in ***Nightwing #146*** by *Peter Tomasi, Don Kramer, & Sandu Florea.* Strange alliances are formed and new enemies are made as "Freefall" comes to its tragic conclusion.

The war for control of hell that was supposed to start in June has been pushed back to July—but *Keith Giffen, Tom Derenick, & Bill Sienkiewicz* will still be on hand to chronicle the conflict betwen Lord Satanus and Neron in ***Reign in Hell #1.***

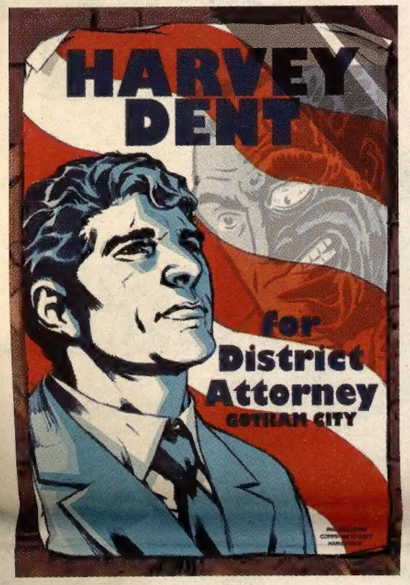
Chuck Dison, Chris Batista, & Cam Smith totally shake up Tim Drake's life in ***Robin #176,*** a "Batman: R.I.P." tie-in. With Batman missing, Robin becomes the new Dark Knight. It's Robin and Spoiler in an all-out brawl with Gotham City's underworld — but with Batman's trail growing cold, the end of this fight will decide the future of the Bat family!

Following a startling decision we won't read about until June, Supergirl face some major changes in ***Supergirl #31*** by *Kelley Puckett, Drew Johnson, & Ray Snyder.* Her relationship with Superman is shattered, and for the first time in her young life,

Supergirl finds herself truly alone. But with a new day comes a new threat and a new ally — enter: Empress, last seen in ***Young Justice...***

Michael Green, Mike Johnson, & Ed Benes present the untold tale of Thomas Wayne's meeting with Jor-El and how it shaped Gotham City's future in ***Superman/Batman #50.***

Kurt Busiek, Mark Bagley, & Art Thibert continue the weekly saga of Superman, Batman, and Wonder Woman in ***Trinity #s 5-9.*** The Justice League guest stars as the trio confronts the mysterious Konvikt and learn more about their fated connection within the DC Universe. Backup features focus on Hawkman Gangbuster, John Stewart, and the psychic known as Tarot.



Mark Sable, Jesus Saiz, & Jimmy Palmiotti chronicle a district attorney's descent into twisted villainy in ***Two-Face Year One.*** In a time of corruption and greed, the only force keeping Gotham City from collapsing into utter chaos included Assistant District Attorney Harvey Dent, a cop named Jim Gordon, a vigilante known only as Batman — and a mysterious group of untouchable crimefighters working outside the law. Be here to witness the beginning of a legacy, when a meeting between Gotham's Finest and Gotham's Vilest spawn the protectors who will safeguard Gotham's future, as well as the monster who will try to burn it to the ground.

DC collected editions include:

- ***Absolute Ronin,*** an oversized slipcased edition of *Frank Miller's* SF series, features rarely seen promotional art, foldout pages, and more special features;
- ***All Star Superman Volume 1 TP,*** collecting ***All Star Superman #s 1-6;***
- ***Batman: The Black Glove HC,*** collecting ***Batman #s 667-669 & 672-675;***
- ***Countdown Presents Lord Havok & the Extremists TP,*** collecting the miniseries;
- ***Dr. Fate: Countdown to Mystery TP,*** collecting the Dr. Fate story from ***Countdown to Mystery #s 1-8;***
- ***Gotham Central Volume One: In the Line of Fire HC,*** collecting the first ten issues of the *Ed Brubaker-Greg Rucka-Michael Lark* series;
- ***Green Arrow/Black Canary: The Wedding Album HC,*** collecting ***Green Arrow/Black Canary #s 1-5;***
- ***Invasion TP,*** collecting the three-part 1988 miniseries that features art by *Todd McFarlane,* among others;
- ***Millennium TP,*** collecting the 1988 8-part miniseries;
- ***Showcase Presents Superman Volume 4 TP,*** collecting Superman tales from ***Action #s 293-310*** and ***Superman #s 157-167;***
- ***Showcase Presents the Atom Volume 2 TP,*** collecting ***The Atom #s 18-38*** and ***Atom & Hawkman #s 39-45;***
- ***Simon Dark: What Simon Does TP,*** collecting ***Simon Dark #s 1-6;***
- ***The Spirit Volume 2 HC,*** collecting ***Spirit #s 7-13*** by *Darwyn Cooke* and others;
- ***Suicide Squad: From the Ashes TP,*** collecting the miniseries;
- ***Supergirl: Beyond Good & Evil TP,*** collecting ***Supergirl #s 23-27*** and a story from ***Action #850;***
- ***Superman: Kryptonite HC,*** collecting ***Superman Confidential #s 1-5 & 11;***
- ***Superman Chronicles Volume 5 TP,*** collecting Superman tales from ***Action #s 32-36, Superman #s 8 & 9,*** and ***World's Best Comics #1;*** and
- ***Wonder Woman: The Circle HC,*** collecting ***Wonder Woman #s 14-19.***

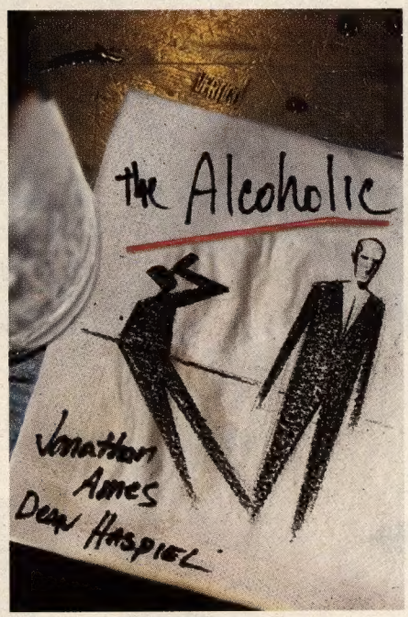
Coming Comics—DC/ Wildstorm in July

In ***Storming Paradise,*** *Chuck Dixon & Butch Guice* offer an alternative view of the final days of WWII in a reality in which the Manhattan Project was a failure and America was forced to invade Japan in a bloody effort to overcome the last remaining Axis power.

A new status quo is about to be unveiled in the Wildstorm Universe—and *Christos Gage, Neil Googe, & Trevor Hairsine* reveal all the details in ***Wildcats: World's End #1,*** bringing a unique new vision to the classic Wildcats team as they reunite the classic team with some surprising new members. Also, a new monthly backup story begins, kicked off with the return of John Lynch.

Wildstorm collected editions include:

- ***America's Best Comics Primer TP,*** collecting the first issues of ***Tom Strong, Promethea, Top 10, Tomorrow Stories,*** and ***Tom Strong's Terrific Tales*** in one $4.99 trade paperback;
- ***Deathblow: ...And Then You Live TP,*** collecting the first nine issues of the series by *Brian Azzarello & Carlos D'Anda;* and
- ***Midnighter Volume 2P Anthem TP,*** collecting #s 7 & 10-15 of the series by *Keith Giffen, Chris Sprouse,* and others.



Coming Comics— Vertigo/DC in July

Jonathan Ames & Dean Haspiel offer a powerful, moving, and sometimes disturbing look at the life of an addicted writer in the semi-autobiographical graphic novel ***The Alcoholic.*** Jonathan A. is a boozed-up, coked-out, sexually confused, hopelessly romantic and, of course, *entirely fictional* novelist. For the fictional Jonathan, writing and drinking come easy. The hard parts of life are love and hope...

Bill Willingham, Mark Buckingham, & Steve Leialoha have something really big planned for ***Fables #75***—and we don't have the slightest idea what it is. Vertigo promises that ***Fables*** will never be the same after this... and that someone dies... but you'll have to read the book to find out who, why, and how.

Simon Oliver & Goran Sudzuka take a look at a member of John Constantine's supporting cast in ***Hellblazer Presents: Chas—The Knowledge #1.*** Cab driver Francis "Chas" Chandler leads an unremarkable existence. His greatest moments have come tagging along with John Constantine -- as a chauffeur. But Chas is a master of "The Knowledge," the elaborate system of routes and landmarks which every London cabbie must memorize. Until now, The Knowledge has been just a tool for Chas. But now, he's about to discover a more sinister significance of The Knowledge, as an ominous entity from London's grim history has reemerged, and only someone with The Knowledge can stop it.

Vertigo collected editions include:

- ***Heavy Liquid HC,*** collecting the *Paul Pope* miniseries, which is completely recolored for this edition (and as an added incentive to pick up the hardcover, Vertigo has added bonus sketch material);
- ***Hellblazer: The Laughing Magician TP,*** collecting ***Hellblazer #s 238-242;***
- ***The Sandman Presents: Dead Boy Detectives TP,*** collecting the miniseries by *Ed Brubaker, Bryan Talbot, & Steve Leialoha;* and
- ***Testament Volume 4: Exodus TP,*** collecting the final six issues of the acclaimed series.

Coming from DC Direct in December

DC Direct continues its line of classic confrontation sculptures with their ***Superman Vs. Darkseid Statue,*** designed by *Walter O'Neal* and sculpted by *Ray Villafane.* The cold-cast porcelain statue stands approximately 12.5" tall and includes a certificate of authenticity.

The *George Barris* designed ***Batman*** tv series Batmobile is recreated in the ***1966 Live Action TV Series Batmobile Replica,*** sculpted by *Jack Mathews.* This finely sculpted, hand-painted, cold-cast porcelain, battery-operated, light-up Batmobile includes lighted headlights, dashlights and other light-up features.

One of Batman's most famous crime-fighting gadgets is the latest addition to the JLA Trophy Room: Life-sized, fully functioning Bat-Cuffs – the same size as regulation police handcuffs! The ***JLA Trophy Room Bat-Cuffs Prop Replicas*** unlock with a special bat-shaped key, fold in half for easy transport, and can be displayed on the included stand.

Dinah Lance's sexy superheroic alter-ego is the subject of DC Direct's latest 1:6 scale action figure. ***The Black Canary 1:6 Scale Deluxe Collector Figure*** comes with an interchangeable head that captures her in the midst of her sonic scream. Dressed in her intricate and authentically detailed trademark outfit of fishnet stockings, faux-leather jacket, removable mask, choker, and boots, this figure also includes a display stand.

Continued on page 6

THE DAY EVIL WON

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GRANT MORRISON
J.G. JONES

FINAL CRISIS

MAY 08

The *Terry Dodson*-designed ***Women of the DC Universe Series 2: Jade Bust*** features a *James Shoop* sculpt of the heroic daughter of Alan Scott, dressed in her modern costume.

Under special arrangement with Japanese manufacturer Kotobukiya, DC Direct once again offers the ***Batman Vinyl Statue*** and the ***Supergirl Vinyl Statue.*** If you missed 'em before, don't repeat the mistake!

Kotobukiya brings *Christian Bale's* Batman into the third dimension with their ***Dark Knight Batman Vinyl Statue,*** based on the Batman costume design featured in the upcoming film. (Look for this vinyl statue in October.)

Three different Green Lanterns—Hal Jordan, Tomar Re, & Abin Sur—are featured in the ***Green Lantern Box Set,*** which also includes a special 64-page comic reprinting classic Green Lantern tales.

The wacky *Keith Giffen-J.M.DeMatteis-Kevin Maguire* League is the inspiration for DC Direct's ***Justice League International Series 1 Action Figures,*** which features ***Batman, Black Canary, Gnort,*** and ***Ice.***

Just in time for the upcoming January 2009 film, DC Direct presents the ***Spirit (Movie) 1:6 Scale Deluxe Collector Figure,*** which is clothed in an authentically detailed film outfit including suit, overcoat, hat and non-removable mask.

Tauren Hunter: Brave HighMountain is the latest ***World of Warcraft Deluxe Collector Figure,*** and that's sure to be good news for fans of the ultra-popular online game... and for fans of WildStorm's comic book series!

Coming Comics—Marvel in July

Meet Spider-Man's newest and most terrifying nemesis in ***Amazing Spider-Man #565,*** as *Marc Guggenheim & Phil Jimenez* introduce an adversary with a real edge... because she knows Spidey's secret identity!

Want to learn more about Spidey's new world? Then ***Amazing Spider-Man: Brand New Day*** is the book for you! This 48-page special features three new stories by *Joe Kelly, Marc Guggenheim, & Zeb Wells,* each offering a deeper look into Spidey's new status quo.

It's Cap versus Cap for the future of the American Dream in *Ed Brubaker & Steve Epting's* ***Captain America #40,*** as the Red Skull looks on in laughter! And Bucky learns the true identity of the man behind the other mask!

Acclaimed creators *Jeph Loeb & Tim Sale* reunite for an untold tale of Captain America and Bucky during WWII in ***Captain America: White***—and it begins with a special zero issue that presents an all new full story about the Origin of Bucky Barnes and how he came into Cap's life; this special edition features a cover gallery, sketchbook, script samples, and an interview with the creators.

Dark Tower fans who'd like a road-map to the fantasy milieu in which the series is set will find just the ticket in ***Dark Tower: End-World Almanac,*** a guide to the Badlands, Le Casse Roi Russe and beyond.

The Fantastic Four leave the Marvelverse to venture into the world of fiction in ***Fantastic Four: True Story,*** a four-parter by *Paul Cornell & Horacio Dominguez.* See Ben clobbering a demonic army to save the cast of ***Sense and Sensibility***. And it gets weirder from there. Dante (not the one from ***Clerks***)! Willie Lumpkin! And behold, the Fictocraft!

Who can stop *two* Hulks when they go after one another? Howsabout Thor? See what happens when a Thunder God enters the fray in *Jeph Loeb & Ed McGuinness's* ***Hulk #5.***

Marvel repackages ***World War Hulk*** in the extra-length miniseries ***Hulk Chronicles: WWH #1.*** Yep, it's the same thing they're currently doing with ***Civil War Chronicles***—and it's a great way to get the whole story reassembled in one chronological package.

Duane Swierczynski & Travel Foreman sign on as the new creative team beginning with ***Immortal Iron Fist #17.*** Think you know everything there is to know about the tradi-

tions of the Immortal Iron Fist? If you do, then why's Danny sweating bullets over an inescapable legacy that's haunted the Iron Fists for centuries?

Paul Tobin & Alvin Lee launch Marvel's latest all-ages title, ***Marvel Adventures Super-Heroes.*** The premiere issue features a tale involving Hercules, Iron Man, Spider-Man, the Hulk, and a rather challenging job involving watching over the hounds of the underworld.

Mike Deodato signs on as guest illustrator of ***Moon Knight #20,*** which features a guest appearance by Werewolf by Night.

How did the world of ***newuniversal*** change so radically? It all began almost fifty years ago... and you can see what happened in ***newuniversal: 1959,*** a 48-page oneshot by *Kieron Gillen & Greg Scott.*

Patsy Walker joins the Initiative in the five-part ***Patsy Walker, Hellcat—Agent of the Initiative*** by *Kathryn Immonen & David LaFuente.* Her assignment? Alaska!

Things are looking bad for planet Earth in *Brian Bendis & Leinil Yu's* ***Secret Invasion #4.*** The Skrulls have taken control of the planet, and the Avengers and Initiative are scattered...but there are two people who want some answers. One has a hammer and one has a shield. And the ***Secret Invasion*** excitement continues to expand; this month, it encompasses

- ***Avengers: The Initiative #15*** (the Initiative faces off against the first major Skrull strike on the mainland)
- ***Black Panther #39*** (the aliens discover that Wakanda might be a tougher target than they first thought)
- ***Captain Britain & MI 13 #3*** (the SF-like machinery of the Skrulls confronts the fantasy realm of Avalon)
- ***Incredible Hercules #119*** (betrayed by one of their own, Hercules & the God Squad are marooned on a hostile world)
- ***Mighty Avengers #16*** (learn what happened to the real Elektra)
- ***Ms. Marvel #29*** (the war comes to the streets of Manhattan)
- ***New Avengers #43*** (Spidey vs. Captain America in the Savage Land)
- ***New Warriors #14*** (Could the Night Thrasher who died in Stamford the real deal... or was he a Skrull?)
- ***Secret Invasion Director's Cut #1*** (an expanded version of the first issue, complete with the previously-available-only-online ***Secret Invasion Prologue,*** in print for the first time)
- ***Secret Invasion: Fantastic Four #3*** (the FF make a last-ditch attempt to save the Baxter Building)
- ***Secret Invasion: Front Line*** (the citizens of New York try to cope with life under the threat of alien invasion)
- ***Secret Invasion: Runaways/Young Avengers #2*** (Can the two teams survive without some of their mightiest members?)
- ***She-Hulk #31*** (What does She-Hulk's partner Jazinda – who just happens to be a Skrull – know about the invasion…and is she part of it?)
- ***Skrulls*** (a oneshot that presents the Skrull's side of the invasion story in a 64-page no-ads special)
- ***Thunderbolts #122*** (Captain Marvel attacks Thunderbolts Mountain... but why?)
- ***X-Factor #33*** (She-Hulk crossover)

What happens when the Skrulls decide to impersonate Marvel's all-kids superhero team? You'll find out in ***Skrulls Vs. Power Pack,*** a four-parter by *Fred Van Lente & Cory Hamscher.*

The Squadron Supreme returns under the direction of *Howard Chaykin & Marco Turini* in ***Squadron Supreme 2 #1.*** After their apocalyptic battle with Redstone, and after their terrifying fight with the Ultimate Universe, The Squadron Supreme's dream has become a nightmare. While mankind struggles to rebuild, new heroes appear—and Nick Fury, learns the shocking secrets of four astronauts who returned to Earth…changed.

Meet a group of counter-culture subversive who have declared themselves to be "warriors of the information age" in ***True Believers,*** a five-issue miniseries by *Cary Bates & Paul Gulacy.* The True Believers not only speak truth to power, they wield it like a weapon using it to root out lies and deception, cover-ups and conspiracies wherever they find them.

Denis Bajram's international best-seller ***Universal War One*** comes to the US this summer as a six-part miniseries. In the midst of a latent civil war between the core planets and outlying planetary settlements, an immense wall has cut our solar system in two. The military calls on its own Dirty Dozen, a group of men known as the Purgatory Squadron, to learn the truth about the Wall... or die trying.

Warren Ellis & Simone Bianchi take over beginning with ***Astonishing X-Men #25...*** and they're ready to take the X-Men to the "Second Stage," as they get back to business with a new look, a new base of operations, and a new mystery to solve.

Uncanny X-Men #500, an extra-length issue by *Ed Brubaker, Matt Fraction, Greg Land, & Terry Dodson,* focuses on the team's new San Francisco digs—and the problems that seem to have followed them there. Sentinels... Magneto... the Master Mold... it seems like the gauntlet has been thrown for a new era of mutantkind.

Marvel presents two standalone stories by New X-Men co-creator *Dave Cockrum* in ***X-Men: Odd Men Out.***

The Foolkiller takes on a clandestine hate-crime organization known as the White Angels in ***Foolkiller: Short Time,*** a five-issue miniseries by *Gregg Hurwitz & Paul Azaceta.*

Marvel collected editions include:

- ***Anita Blake, Vampire Hunter: Guilty Pleasures Volume 1 TP,*** collecting ***Anita Blake #s 1-6;***
- ***Annihilation: Conquest Book 2 HC,*** collecting ***Annihilation: Conquest—Wraith #s 1-4, Nova #s 4-7,*** and ***Annihilation: Conquest #s 1-6;***
- ***Captain Marvel: Secret Invasion HC,*** collecting ***Civil War: The Return*** and ***Captain Marvel #s 1-5;***
- ***Counter X Volume 1 TP,*** collecting ***X-Force #s 102-109;***
- ***Criminal Volume 3: The Dead & the Dying TP,*** collecting three interlinking stories set in the early 1970s;
- ***Essential Defenders Volume 4 TP,*** collecting ***Defenders #s 61-91;***
- ***Essential Fantastic Four Volume 7 TP,*** collecting ***Fantastic Four #s 138-159, Giant-Size Superstars #1, Giant Size Fantastic Four #s 2-4,*** and ***Avengers #127;***
- ***Hulk: WWH—Warbound TP,*** collecting ***Warbound #s 1-5;***
- ***Invaders Classic Volume 2 TP,*** collecting ***Invaders #s 10-21 & Annual #1;***
- ***Marvel Adventures: Fantastic Four Volume 9—New York's Finest Digest,*** collecting ***MAFF #s 33-36;***
- ***Marvel Masterworks: The Defenders Volume 1 HC,*** collecting ***Sub-Mariner #s 34 & 35, Marvel Feature #s 1-3,*** and ***The Defenders #s 1-6;***
- ***Marvel Masterworks Golden Age Captain America Volume 2 HC,*** collecting Simon & Kirby's ***Captain America #s 5-8;***
- ***Mini Marvels: Rock, Paper, Scissors Digest,*** collecting 96 pages of Mini-Marvels wackiness by *Chris Giarrusso;*
- ***Moon Knight Volume 3: God & Country HC,*** collecting ***Moon Knight #s 14-19;***
- ***Ms. Marvel Volume 4: Monster Smash TP,*** collecting ***Ms. Marvel #s 18-24;***
- ***Nova Volume 2: Knowhere TP,*** collecting ***Nova #s 8-12 & Nova Annual #1;***
- ***The Order Volume 2: California Dreaming TP,*** collecting ***The Order #s 6-10;***
- ***Power Pack Volume 1 HC,*** collecting ***Power Pack #s 1-4, X-Men & Power Pack #s 1-4,*** and ***Avengers & Power Pack Assemble #s 1-4;***
- ***Punisher War Journal Volume 3: Hunter/Hunted TP,*** collecting ***Punisher #s 12-17;***
- ***Punisher: Welcome Back, Frank HC,*** collecting ***Punisher (2000) #s 1-12;***
- ***Silver Surfer: Requiem TP,*** collecting the four-issue miniseries;
- ***Spider-Man: Brand New Day Volume 2 HC,*** collecting ***Amazing Spider-Man #s 552-558;***
- ***Thor by J. Michael Straczynski Volume 1 TP,*** collecting ***Thor #s 1-6;***
- ***Ultimate Iron Man II HC,*** collecting the five-issue miniseries;
- ***Ultimate X-Men Volume 18: Apocalypse TP,*** collecting ***Ultimate X-Men #s 89-93;***
- ***Wolverine: The Death of Wolverine TP,*** collecting ***Wolverine #s 56-61;***
- ***X-Men: Endangered Species TP,*** collecting the serialized X-Men story from 2007; and
- ***X-Men: Longshot HC,*** collecting ***Longshot #s 1-6.***

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ONLY ONE CAN...
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ART BY
TOM DERENICK
BILL SIENKIEWICZ
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